RAYMAN® ORIGINS

⚠ WARNING: PHOTOSENSITIVITY / EPILEPSY / SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:
• dizziness • eye or muscle twitches • disorientation • any involuntary movement
• altered vision • loss of awareness • seizures or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far a way as possible from the screen.
- Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

PRECAUTIONS FOR USE

- Keep the PS Vita game card out of the reach of small children to help prevent accidental swallowing.
- This game card is for use only with the PlayStation®Vita system. Use of this game card with other devices may damage the device or the game card.
- Do not touch the game card terminals with your hands or with metal objects.
- Do not allow the game card to come into contact with liquids. Do not bend or drop the game card or otherwise expose it to strong physical impact.
- Never disassemble or modify the game card.

PRECAUTIONS FOR USE

Do not use or store the game card in the following locations or under the following conditions:

- In a car with the windows closed (particularly in summer)/in direct sunlight/near heat sources
- In high humidity or corrosive environments.
- Be sure to insert the game card in the proper orientation.

The data on the game card may be lost or corrupted in the following situations:

- If the game card is removed from the system or if the system power is turned off while data is being read from or written to the game card.
- If the game card is used where it can be affected by static electricity or electrical noise.

If, for any reason, data loss or corruption occurs, it is not possible to recover the data. Backing up data regularly is recommended. Sony Computer Entertainment Inc. and its subsidiaries and affiliates will not be held liable for any damages or injury in the case of data loss or corruption.

FCC AND IC NOTICE - PART 1

This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions:

(1) this device may not cause harmful interference, and

(2) this device must accept any interference received,
including interference that may cause undesired operation

- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

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FCC AND IC NOTICE - PART 2

- However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

BASIC CONTROLS

R — Sprint (hold)

Reset camera zoom

Unblockable hit / Power attack (hold) / Moskito: Inhale (hold

Jump, Fly (unlockable) / Moskito: Fire (hold to auto fire)

LEFT STICK — Move

START — Pause

STORY

The Glade of Dreams is up in arms again! This idyllic world, where there is usually little more to do than eat, sleep, and play is up to its eyeballs in trouble.

It seems Rayman and his heroic gang of hilarious misfits has kicked off a war with just a little snoring! Their nightmarish neighbors from the Land of the Livid Dead don't seem to share the same taste in music and have come to crash the party!

Never ones to shy away from a challenge, Rayman and his friends are more than happy to knock these nasty killjoys back to oblivion. And this wouldn't be the first time!

CHARACTERS

BUBBLE DREAMER

Bubble Dreamer is the Supreme Being who dreams the world and all of its marvelous creatures into existence with His every sleep. He is a sensitive being; an artist who is emotionally attached to his creations. His feelings have a direct effect on the world, and even one bad dream can unsettle its fragile balance!

RAYMAN

When the Creator had his very first bad dream, the nymphs gathered to invoke a being of light capable of saving our world.

Unfortunately, our nymphs – distracted on their way to the sacred snoring grounds of the

Bubble Dreamer – arrived late and with a lot less illumination.

In the end, Rayman was born with a few limbs missing, which as it turned out, made him a whole lot more limber!

GLOBOX

A quiet force within the Glade, Globox is not to be underestimated. His mastery of Fung-Ku and etiquette comes down to the classic Gimme Five move, a solid smack that can knock you right out of your boxers!

This glorious goober is, nevertheless, everything you could want in a friend.

TEENSIES

The Teensies are a cast of quick casters who have a proud history of producing many scrappy and memorable, not to mention well-dressed, fighters. (Teensies like to dress up and have treefuls of disguises.) You will be able to play as some of their most illustrious ancestors!

ELECTOONS

The Electoons are the stuff of the Maker's dreams and are contained in all of Bubble Dreamer's creations.

As the bad dreams worsen, more and more Electoons become imprisoned by bombastic Hunters, the Lividstones. As a result, the connections the Electoons once formed between the lands start to dissolve.

LUMS

Lums (pronounced “Looms,” like ilLUMination, and not Lums, for dumb) are beings of pure energy possessed with a mind-bogglingly sunny disposition. They are an important source of magical energy in the Glade of Dreams.

SWINGMAN

Never refuse a Helping Hand.

These congenial creatures grow as many arms as there are friends who need a lift up… They niche in auspicious places, poised over preposterous precipices with a gentle smile that flashes from their blue faces, hiding their true nature as the Glade’s most popular swinging singles!

BETILLA AND THE BODACIOUS NYMPHS OF THE GLADE

The benevolent yet badass Betilla from the original Rayman® is back with a vengeance. She is the eldest Nymph, one of Bubble Dreamer’s first and most beloved creatures. She and her sisters will grant Rayman and his entourage the powers they will need to complete their quest.

THE MAGICIAN AND HIS MAGIC HAT

The Magician will help you throughout your quest. He’s always willing to trade you Electoons for Lums, which will help you unlock new worlds and maps. At your service, his magic hat will provide tips and tricks galore to help you survive.

THE NASTIES: BAD BUBBLES AND BEYOND

One day, the Bubble Dreamer began having nightmares! The Nymphs tried offerings of sweet-dreams tea and tasty cakes to calm him, but things in the Glade just kept getting worse... Soon all the lands of the Glade were crawling with nightmare creatures: devilish Darktoons, hideous Hunters, and loathsome Lividstones, just to name a few of the terrible troublemakers!

The Darktoons

If Electoons make up all of the Bubble Dreamer's good dreams, the Darktoons are the stuff of nightmares. During the First Bad Dream, Bubble Dreamer became a foul and ferocious creature that none of us had ever seen before: Jano. Now Jano makes Darktoons like cows make milk!

The Psychlops

This prickly freak does not like to be disturbed… My advice: let sleeping Psychlops lie. Prepare to be bubblized on his spooky spikes!

Other Enemies

Legend has it that Rayman first came to the Glade of Dreams to defeat the nightmare creatures and banish them to the lower realms, now known as the Land of the Livid Dead… Now this crazy cast of Nasties is back, and it needs to be smacked back to oblivion!

THE BOSSES

The kings of each Land in the Glade have gone missing, and the magic people fear that they have fallen under the influence of the nightmarish forces that menace their universe.

Rayman and his friends will need to find out what happened to them. We're thinking…it's not gonna be pretty!

THE GAME

Save the Electoons and save the Glade of Dreams! As the world is taken over by the creatures of Bubble Dreamer's nightmares, more and more Electoons become their victims. The poor hapless critters are being snapped up left and right and locked away in chained cages hidden throughout the Glade. Meanwhile, the very fabric of the dream is menaced as rifts open up between the various Lands.

THE ELECTOONS

To save the Glade, you need to stop the nightmares, and to stop the nightmares you've got to free the Electoons – for they are the key to repairing the rifts between the Lands and helping to soothe the Bubble Dreamer back into dreaming happy dreams.

To progress in the game, you will need to collect lots of Electoons. They will not only help you to rebuild the paths between the Lands, but they will also progressively unlock many secret sanctuaries and surprises.

You can earn Electoons by completing a variety of challenges available in each Land.

ELECTOON MEDALLIONS

The medallions track your progress in collecting Electoons. You will need to complete a variety of challenges to fill a medallion. Complete enough Electoon medallions and you may become a legend!

ELECTOON CHALLENGES

Cages Challenges

Reams of Electoons are trapped in cages throughout the Glade of Dreams. Some cages are hidden and may only be found by thoroughly exploring each level. Beware! The cages are always heavily guarded. Bubblize the evil guardians of each cage before you break the cage open and free the Electoons!

Time Attack Challenge

Sometimes slow and steady just doesn't cut it! Upon completing any map, you unlock a Time Attack Challenge. To start the challenge, select the Clock Timer in the Level Selection Map of each World. If you beat the Easy time challenge, you will free an Electoon. If you beat the Hard time challenge, you will also earn a Speed Trophy!

Lum Challenge

Collect as many Lums as you can in each level to beat the Lum Challenge.

There are a variety of ways to collect Lums, so keep your eyes peeled… Where there are bubbles, there are Lums!

Some collectibles like the Skull Coins, the Lum Kings, and the Bulb-o-Lums are a veritable jackpot!

CHEST CHALLENGES

Chest Challenges will put your skills to the test. These fast-paced chase sequences will have you scrambling to keep up with a runaway chest while you sprint, jump, and fly as you try to stay alive!

Skull Teeth

A precious Skull Tooth is awarded for each Chest Challenge you complete. Collect them to gain access to your worst nightmare yet…in the Land of the Livid Dead!

MAIN MENU

NEW GAME

Start the game's main adventure to save the Glade of Dreams.

GHOST MODE

Play the game differently by racing a ghost through specific levels. As you progress through the game, you unlock new levels to be played in Ghost mode. Browse these levels and choose a ghost to race.

GIFTS

Send and receive game gifts. Gifts can contain either new ghost challenges in Ghost mode or Relics (see Pickups section) for your collection.

IN-GAME SCREEN

You will see this interface as you play through the game. It provides information about the number of Lums collected and how long each map took to complete. The Electoon medallion at the center of the screen appears when you have completed a challenge.

LEVEL SELECTION MAP

As you unlock each new Land, you will gain access to the Level Selection Map, which features all of the challenges that lie ahead! New levels will appear on the map as you progress through the world.

PICKUPS

There are a variety of items to collect throughout the Glade of Dreams. All are important in helping Rayman and the gang save the day!

SKULL COINS

Pick up a Skull Coin to earn 25 Lums at once!

LUM KING

Pick up a Lum King to wake up the Lums and make them sing and dance. Dancing Lums are worth twice their value…but they don't dance for long!

BULB-O-LUMS

Find these treasures throughout the world and hit them repeatedly to free hidden Lums.

RAYMAN® ORIGINS

HIDDEN LUMS

All living things can produce Lums. Move through Bubble Bushes, land on platforms, and interact with other living things to free the Bubble Lums. Pop and collect them before they float away!

HEARTS

Hearts can be collected by grabbing them or breaking the flasks in which they are trapped. Collecting a heart will allow you to survive a hit without losing a life.

RELICS

Collect the relics throughout the game to complete two giant frescos that reveal new elements of the game story!

For more information on this game,

please visit

raymanorigins.com

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